

GAME BOY ADVANCE

BiG IDEAS  
**VeggieTales**

**LARRY BOY**  
AND THE  
**BAD APPLE**

AGB-B2TE-USA



INSTRUCTION BOOKLET

**CRAVE**

entertainment



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**



**Important Legal Information**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

LICENSED BY





# **TABLE OF CONTENTS**

<b>Getting Started . . . . .</b>	<b>2</b>
<b>Controls . . . . .</b>	<b>2</b>
<b>Welcome to Bumblyburg . . . . .</b>	<b>3</b>
<b>Profiles . . . . .</b>	<b>4</b>
<b>Main Menu . . . . .</b>	<b>5</b>
<b>Pause Menu . . . . .</b>	<b>6</b>
<b>Playing the Game . . . . .</b>	<b>7</b>
<b>Power-Ups, Traps, and Enemies . . . . .</b>	<b>9</b>



# GETTING STaRTed

- Make sure the POWER switch is OFF
- Insert the VeggieTales®: LarryBoy and the Bad Apple™ Game Pak into the Game Boy® Advance
- Turn the POWER switch ON
- Press START at the title screen

## ConTRoLS

- +Control Pad — Hop / Fly / Roll
- +Control Pad Down — Cucumber Roll
- A Button — Jump / Fire Plunger
- B Button — Action
- L Button — Push / Pull
- R Button — Dash
- SELECT — Binoculars
- START — Pause Menu



# **WeLcome to BUMBLYBURG**

The thriving metropolis of Bumblyburg is usually a peaceful place. But every once in a while a crisis arises... that's when Bumblyburg's resident superhero, LarryBoy, swings into action.

With the help of his faithful butler Alfred, LarryBoy is once again called upon to protect the citizens of Bumblyburg from a nefarious super-villain — the Bad Apple! She's rotten to the core and using her vile tricks to lure the people of Bumblyburg into temptation. Only with your help will LarryBoy be able to chase the Bad Apple across the city and put a stop to her evil plans.



# PROFILES

In this menu, you can choose to Create a new profile or continue a saved game by loading an existing profile. Use the +Control Pad to select an option and press the A Button.

## Create Profile

Use the keyboard layout to enter a name (maximum 5 characters) for your profile. Use the +Control Pad to highlight a letter and press the A Button to select it. When you are finished, select Done. From here you will be asked to set your difficulty level. There are three difficulty settings in VeggieTales: LarryBoy and the Bad Apple: Beginner, Normal, and Expert. The level you select will affect the amount of time you have to finish each mission.

Once you have selected a difficulty level you will be taken to the Main Menu.

## Load Profile

Select a profile from a list of previously saved profiles. Use the +Control Pad to highlight a profile and press the A Button to load it. You will then be taken to the Main Menu.



# **main menu**

From the Main Menu, you will be able to select which part of Bumblyburg you would like to play in with the Select Level option, or bring up the Options menu, or view the Credits.

## **Select Level**

In the Select Level menu you will be able to select which level and mission you would like to play. You will be able to select specific missions within a level as long as you have already completed them in the game. New players will begin with mission1 in level 1 – Bumblyburg Tower.

## **Options**

The Options menu will allow you to adjust the volume of the music in the game, the volume of the sound effects and the difficulty level. Use the +Control Pad Up/Down to select an option and +Control Pad Right/Left to increase or decrease the levels.

## **Credits**

You can exit the Credits screen by pressing the B Button. This will return you to the Main Menu.



# Pause menu

You can access the Pause Menu while playing any mission by pressing START.

The Pause Menu allows you to Continue the current mission, Retry the current mission, or Exit the mission.

Press the B Button or select the Continue option to return to the game.



# PLAYING THE GAME

LarryBoy has a selection of special abilities beyond running and jumping that will help him catch the Bad Apple.

## Area-Scan Binoculars

LarryBoy's area-scan Binoculars are activated by pressing SELECT. While you are using these binoculars, the timer stops. Use the +Control Pad to scan around the map. This will help you find a path through the obstacles.

Press SELECT again to return to the game.

## Dash Jump

While dashing, LarryBoy can execute a super-jump that is much more impressive than his regular jump. Press the A Button while dashing and watch LarryBoy do his stuff.



## **Plunger Swing**

LarryBoy's most distinguishing features are his plunger ears. He can shoot them at specific anchor-points in an environment.

Simply have LarryBoy stand directly beneath an anchor-point, jump and then press the A Button while LarryBoy is still off the ground. A plunger will shoot out and stick to the anchor-point and LarryBoy will begin to swing. Press the A Button at the end of his swing arc and he will jump an impressive distance.

## **Cucumber Roll**

You will find that LarryBoy must make his way through some pretty tight spaces while chasing the Bad Apple. Thanks to his distinctive shape, this is no problem. LarryBoy is able to bend himself into a ball and roll through pipes and low-hanging floors.

Simply press down on the +Control Pad and roll around!



# **POWER-ups, TRAPS and enemies**

Maneuvering LarryBoy through the various parts of Bumblyburg won't be easy. The Bad Apple has left a host of traps to hinder our hero, as well as a few henchmen to hassle him. Luckily, LarryBoy is able to handle himself.

## **Red Pepper Security**

The Red Pepper guards patrol Bumblyburg on orders from the Bad Apple. They will do what they can to hinder LarryBoy on his search. If you make contact with a guard your direction controls will be temporarily reversed.

## **Oscar Onion**

Oscar Onion and his pals have also thrown in their lot with the Bad Apple. If you make contact with any of them, LarryBoy will temporarily move at half his regular speed.



## **Pesky Pea**

The pesky pea has an affinity for anything mechanical. He usually hangs around the levers that control the various moving platforms in the mission. When you use a lever and activate a platform, Pesky Pea is ready and waiting to stop it and stop LarryBoy's progress. If only there was some way to distract that pesky, Pesky Pea.

## **Speed Up Time Clock (red)**

If you run over one of these nasty traps, the timer that indicates the amount of time left to finish a mission will temporarily count down much faster.

## **Leaky Pipes**

Plumbing in Bumblyburg is not always what it's cracked up to be. Often pipes will leak blobs of goop. If you come in contact with this goop, LarryBoy will be rendered immobile for a short amount of time.



## **Conveyor Belts**

These spinning belts can be a real nuisance to get past. They are moving so quickly that LarryBoy cannot even run over them. That means you will have to help him find some other way to get by.

## **Veggie Ticket**

This green ticket is LarryBoy's goal in each mission. You must help him reach the ticket before the time runs out.

## **LarryBoy's Boom Box**

When you activate a Boom Box by running LarryBoy over it, it pounds out some real boffo tunes. The hip music temporarily distracts the Bad Apple's henchmen by getting them to dance. They just can't help it.

## **Powershield**

When LarryBoy is protected by this powershield, nothing can touch him, including any of the Bad Apple's buddies. This shield is only temporary.



## **Slow Down Time Clock (blue)**

If you can get LarryBoy to run over one of these blue clocks, the timer that indicates the amount of time you have left to finish a mission will temporarily count down more slowly. This gives you more time to find the Veggie ticket.

## **Cape Fan**

When you activate one of these fans (with the B Button), LarryBoy's cape unfurls and allows him to glide for a short amount of time. This is very useful when trying to reach high platforms.



# notes

---

---

---

---

---

---



# noTes

---

---

---

---

---



## Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc or cartridge replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements

Crave Entertainment, Inc.

4 San Joaquin Plaza, Suite 200

Newport Beach, CA 92660

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

### Customer Support

You may need only simple instructions to correct a problem with your product.

Call the Customer Service Line at 949-219-1199, 9:00am-5:00pm PST.



# WHAT'S THE BIG IDEA?

Big Idea's VeggieTales is a family entertainment company dedicated to helping parents teach timeless values like honesty, kindness, and forgiveness in a delightfully wacky way. Learn more at [www.bigidea.com](http://www.bigidea.com).

CRAVE ENTERTAINMENT INC.  
4 SAN JOAQUIN PLAZA, SUITE 200  
NEWPORT BEACH, CA 92660

PRINTED IN USA